

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2023/088012 A1

(43) 国际公布日
2023 年 5 月 25 日 (25.05.2023)

(51) 国际专利分类号:
A63F 13/55 (2014.01) A63F 13/40 (2014.01)
A63F 13/53 (2014.01)

(21) 国际申请号: PCT/CN2022/125747

(22) 国际申请日: 2022 年 10 月 17 日 (17.10.2022)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202111372101.8 2021年11月18日 (18.11.2021) CN

(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 高昊 (GAO, Hao); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 林琳 (LIN, Lin); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 钱彬彬 (QIAN, Shanshan); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 梁皓辉 (LIANG, Haohui); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京三高永信知识产权代理有限公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区上地信息产业基地三街 1 号楼四层 C 段 457, Beijing 100085 (CN)。

(54) Title: AVATAR CONTROL METHOD AND APPARATUS, AND DEVICE, STORAGE MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 虚拟角色控制方法、装置、设备、存储介质及程序产品

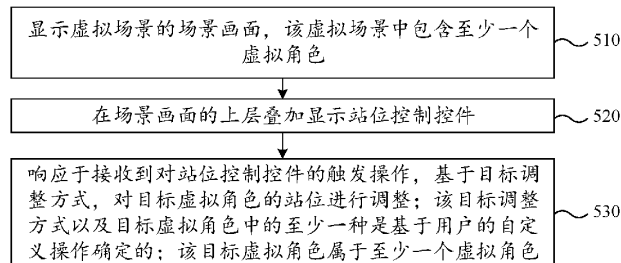


图 5

- 510 Display a scene picture of a virtual scene, wherein the virtual scene includes at least one avatar
- 520 Display a standing position control widget on an upper layer of the scene picture in a superimposed manner
- 530 In response to receiving a trigger operation on the standing position control widget, adjust the standing position of a target avatar on the basis of a target adjustment manner, wherein at least one of the target adjustment manner and the target avatar is determined on the basis of a user-defined operation of a user, and the target avatar is one of the at least one avatar

(57) Abstract: An avatar control method and apparatus, and a device, a storage medium and a program product, which relate to the technical field of virtual scenes. The method comprises: displaying a scene picture of a virtual scene (510), wherein the virtual scene includes at least one avatar; displaying a standing position control widget on an upper layer of the scene picture in a superimposed manner (520); and in response to receiving a trigger operation on the standing position control widget, adjusting the standing position of a target avatar on the basis of a target adjustment manner (530), wherein at least one of the target adjustment manner and the target avatar is determined on the basis of a user-defined operation of a user, and the target avatar is one of the at least one avatar. By means of the method, when the standing positions of avatars in a virtual scene are adjusted, collective adjustment can be performed on the

[见续页]

WO 2023/088012 A1

(81) 指定国 (除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CV, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IQ, IR, IS, IT, JM, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW。

(84) 指定国 (除另有指明, 要求每一种可提供的地区保护): ARIPO (BW, CV, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM, AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

本国际公布:

— 包括国际检索报告 (条约第21条(3))。

standing positions of a plurality of avatars on the basis of a standing position control widget; moreover, the flexibility of adjusting the standing positions of the avatars in the virtual scene is also ensured.

(57) 摘要: 一种虚拟角色控制方法、装置、设备、存储介质及程序产品, 涉及虚拟场景技术领域。该方法包括: 显示虚拟场景的场景画面(510), 该虚拟场景中包含至少一个虚拟角色; 在场景画面的上层叠加显示站位控制控件(520); 响应于接收到对站位控制控件的触发操作, 基于目标调整方式, 对目标虚拟角色的站位进行调整(530); 该目标调整方式以及目标虚拟角色中的至少一种是基于用户的自定义操作确定的; 该目标虚拟角色属于至少一个虚拟角色。通过上述方法, 可以在对虚拟场景中的虚拟角色进行站位调整时, 基于站位控制控件实现对多个虚拟角色的站位的集体调整, 同时又保证了对虚拟场景中的虚拟角色的站位调整的灵活性。